GODZILLA
VR CREATURES 232315N
(LK#5548B803)

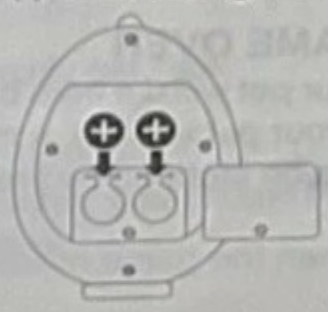
OPERATING INSTRUCTIONS

INTRODUCTION

This is a life-cycling game aiming to train the children to take responsibility towards the game as one of his/her own lovely little pets. The lovely pet in this game will grow up with the care of the player. It is your responsibility to feed, clean and play with your pet. You will be guided along the way following the operating instructions.

INSTALLATION OF BATTERIES

- Unscrew the battery cover
- Insert two A76/G13 1.5V button cell batteries with the positive (+) and negative (-) ends facing in the proper direction as indicated in the battery compartment. (Included)
- Screw and replace the cover.
  [see the illustration of battery replacement]



CAUTION :
Battery should be replaced by adult.
Not suitable for children under 36 months. May contain small parts.

SAFE BATTERY USAGE

- *Different type of batteries or new and used batteries are not to be mixed.*
- *Non-rechargeable batteries are not to be recharged.*
- *Do not use rechargeable batteries*
- Batteries are to be inserted with the correct polarity.
- The supply terminals are not to be short circuited.
- Exhausted batteries are to be removed from the game unit.
- When not in use, remove batteries to prevent possible leakage.

GAME RULES

The ultimate of the game is to bring up your pet with tender love and care. Bring up your pet in a real life situation. If you take good care of your pet, it will become healthy and smart. Otherwise, it will easily get sick and need medical treatment. Therefore, watch your pet carefully, it is your responsibility to make your pet smart and well behaved.

GENERAL FUNCTIONS

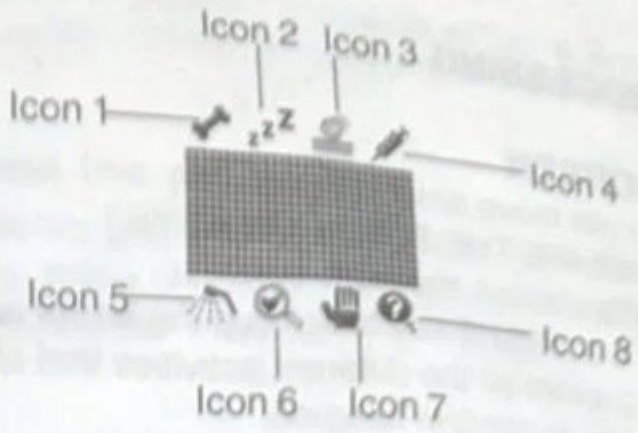
Five button key operation
A = ENTER key
B = LEFT cursor key
C = RIGHT cursor key
D = MODE [CANCEL] key
E = RESET

SOUND ON/OFF

You can activate and deactivate the "SOUND" by manipulating the RIGHT cursor key C button in REAL TIME mode.

LCD PANEL LAYOUT

Icon 1 : Feeding
Icon 2 : Sleeping
Icon 3 : Playing
Icon 4 : Medical Treatment
Icon 5 : Cleaning
Icon 6 : Health Index
Icon 7 : Discipline
Icon 8 : Hint



GAME START

To activate your pet game the first time, pull the plastic tab and press the "RESET" at the back of the game unit.

RESET THE GAME FIRST

When the game is on, a little pet is brought home in 20 seconds.

SET THE REAL TIME CLOCK

- Press D [MODE/CANCEL] key to enter real time mode
- Press A [ENTER] key for 1.5 seconds to enter Time Setting mode
- Press B [LEFT] key to advance HOUR digits
- Press C [RIGHT] key to advance MINUTE digits
- Press A [ENTER] key again to confirm setting
- Press D [MODE/CANCEL] key to get back to the game screen.

HOW TO PLAY

Your pet is sleeping between 11pm and 7am. When your pet is sleeping, you are not allowed to feed and play with it. At daytime, there will be alarm every half an hour if any of the following conditions are met:

- *Your pet is sick*
- *Your pet has dump.*
- *Hunger, Happiness or Discipline index is low.*

Condition Requirements				
Action	Sick	Discipline Index	Hunger Index	Dirtiness Index
Feeding	—	High	Not High	—
Playing	No	High	—	—
Medical Treatment	Yes	—	—	—
Cleaning	—	—	—	Yes

SCORING SYSTEM

The scoring system is simple. The HEALTH index (discipline, happiness and hunger) decreases with time. If the health index drops to the minimum, your pet will either behave badly or become sick. If an event occurs a beep tone will be generated to alert you to take some action. If you do the right job, your pet will become happy. Otherwise, your pet will become unhappy and some serious events such as sickness may occur. The event with the corresponding action can be summarized as follows:

Event	Suggested Action	Possible Result (If take no action)
Sick	Medical treatment	Death
Dump is generated	Cleaning	Sick
Sleeping	Turn off the light	Sick
Low Hunger Index	Feeding	Sick
Low Discipline Index	Discipline Action	Refuse to do anything
Low Happiness Index	Game Playing	Unhappy

ACTIVITY CHART

(BABY UNDER 1 YEAR OLD)

TIME	ACTIVITY
7:00AM	Normal Activity
8:00AM	Feeding
10:00AM	Normal Activity
11:00AM	Sleeping
12:00PM	Normal Activity
12:30PM	Feeding
1:00PM	Normal Activity
4:00PM	Sleeping
5:00PM	Normal Activity
6:00PM	Feeding
6:30PM	Normal Activity
8:30PM	Sleeping

(BABY ABOVE OR EQUAL TO 1 YEAR OLD)

TIME	ACTIVITY
7:00AM	Normal Activity
8:00AM	Feeding
10:00AM	Normal Activity
12:30PM	Feeding
1:00PM	Normal Activity
4:00PM	Sleeping
5:00PM	Normal Activity
6:00PM	Feeding
6:30PM	Normal Activity
8:30PM	Sleeping